www.animerica-mag.com

news • reviews • video games • music • more

ANIMERICA

anime & manga monthly

$4.95 USA/ $6.50 CAN

VOL. 6 6

SUPERHEROES IN ANIME?

FIGHTING GAME FUN WITH...

NIGHT WARRIORS: DARKSTALKERS' REVENGE

SPECIAL CELEBRATION

MACROSS *Summer of Love*

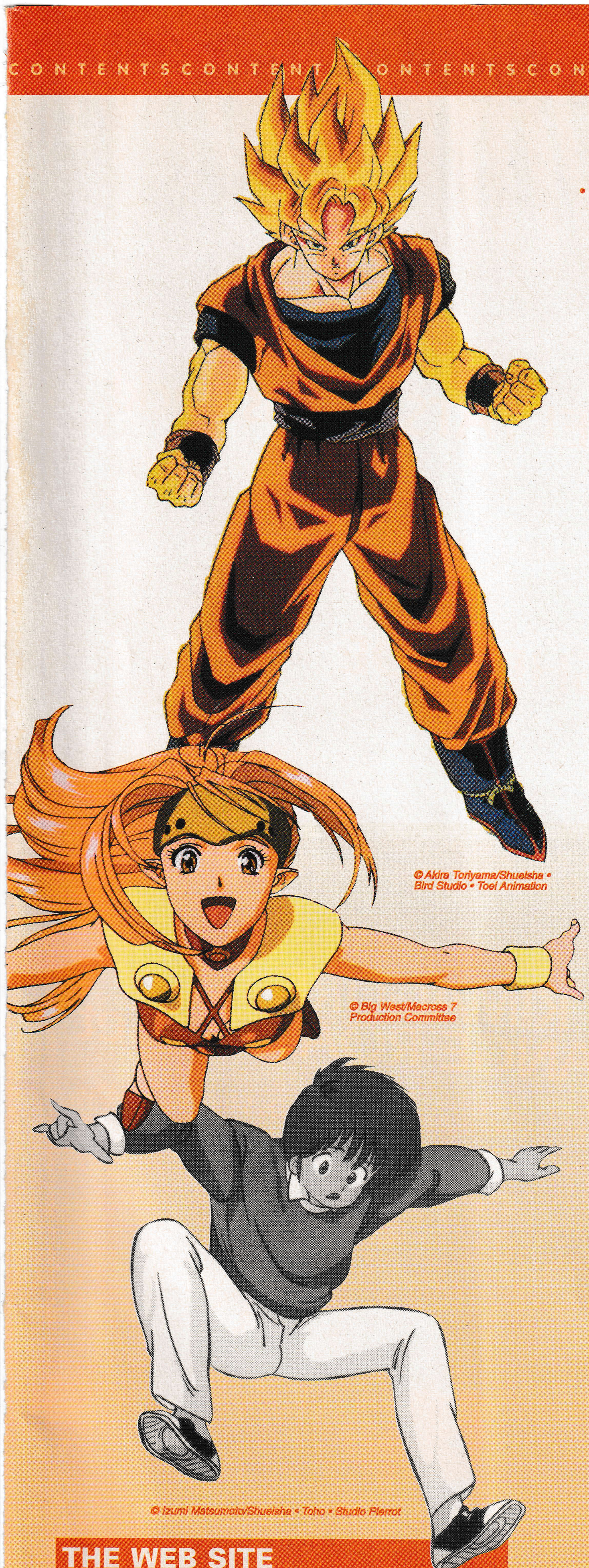
MANGA FEATURE

GALAXY EXPRESS 999

by Leiji Matsumoto

Night Warriors: Darkstalkers' Revenge
© Capcom/Amuse. Licensed by Capcom.

ANAMERICA F89806 9241795
00000698 0598
OUR PRICE E
4.95
MAGAZINE 3073 495 2801
924179-5



© Akira Toriyama/Shueisha • Bird Studio • Toei Animation

© Big West/Macross 7 Production Committee

© Izumi Matsumoto/Shueisha • Toho • Studio Pierrot

...Spotlights

6 SUPERHEROES...IN ANIME?

Find out what vampires, robots, samurai, street fighters, waitresses and flame-throwing entities have in common as we examine the philosophy behind game-based anime

9 NIGHT WARRIORS: DARKSTALKERS' REVENGE

What happens in Volume 1, and what's coming up in Volume 2

11 MACROSS: SUMMER OF LOVE PART 1

Our special tribute to the landmark sci-fi series, with a where-are-they-now guide to the characters and staff

28 KIMAGURE ORANGE ROAD

Before checking out the new ***Orange Road*** movie, check in with our brief where-they-were-then and where-are-they-now guide to Izumi Matsumoto's romance classic

AnimExpress

14 The latest-breaking anime and manga news. If it's new and we've heard it, it's here!

Manga

30 Hop onboard for the outer-space odyssey ***Galaxy Express 999*** by **Leiji Matsumoto**

Anime Focus

56 SOUND BITES
Meet voice-actor **Dan Woren**, the voice of Roy Fokker and Cobra!

60 COLUMNS
Takashi Oshiguchi's "From the Forest"

Reviews

61 ***Tenchi the Movie 2: Daughter of Darkness***, more hijinks with ***Irresponsible Captain Tylor***, Fire Bomber sings in English, ***Chinese Ghost Story*** gets animated, and a whole lotta monsters run rampant

Every Month

5 FROM THE EDITOR
What's on our minds this month

20 ANIME RADAR
Essential info for the anime fan. New anime on sale in both Japan and America, our bestseller lists, and TV updates

71 ANIME NATION
Letters, our ANIMERICA Fan Art Gallery, and more fun stuff in our special readers' forum. This month, see the first round of results in our Third Annual ANIMERICA Fan Awards

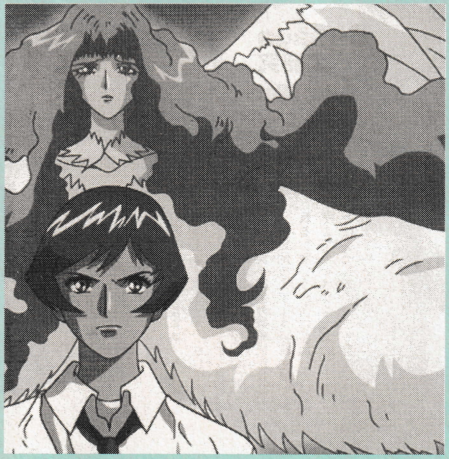
80 IN OUR NEXT ISSUE

THE WEB SITE
www.animerica-mag.com
Look for more Mecha Challenge designs in our virtual Fan Art Gallery, plus news updates and more, on the newer, better ANIMERICA web site!

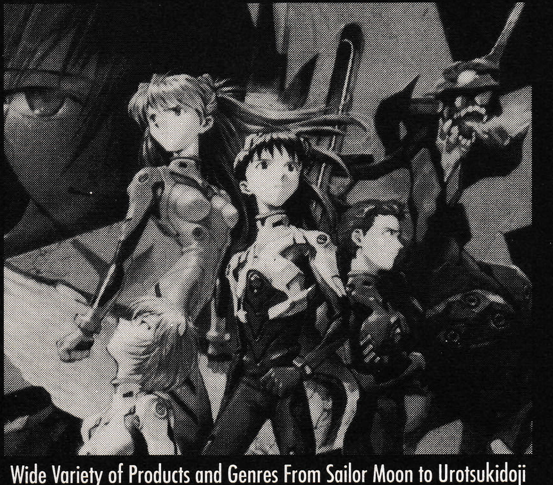
クルーエル

KRUEL 999: ANGEL OF MARS

For two thousand years, five angels have lived on Earth, and because of man's alliance with God, the angels have accepted mankind's dominion of Earth. But that alliance is *not* eternal, and there are many celestial creatures—such as a clan of demons called Shiranui—that are just waiting for the alliance to expire. In the meantime, humanity hasn't been idle. One group of humans has caught one of the five Earthbound angels—Kruel, who now fights for the human cause. Kruel's angelic comrades resent the way that Kruel was taken from them, and their apathy has since turned to rage against mankind. Now, the archangel of Mars, Marsel, and the other three angels are willing to wage war against Kruel and humankind. ***Kruel 999: Kasei no Tenshi*** ("Kruel 999: Angel of Mars") started out as a play-by-mail game that blossomed into several different media productions: novels, the soon to be released "action novels," and now, a two-volume OAV series. ***Kruel 999: Kasei no Tenshi*** *from Hobby Data: 2-volume OAV series, now on sale through catalog orders; ¥4800 per video.* ✫



© Hobby Data/Sanctuary



•Everything Anime•

•IMPORTS•DOMESTIC•SPECIAL ORDERS•

•VIDEOS•LASERDISCS•ART BOOKS•MERCHANDISE•

•COMPACT DISCS•GRAPHIC NOVELS•MANGA•MAGAZINES•

Wide Variety of Products and Genres From Sailor Moon to Urotsukidoji

•Horror•Sci-Fi•Action/Adventure•Comedy•Romance•
•Fantasy•Children's Entertainment•Adult's Only•

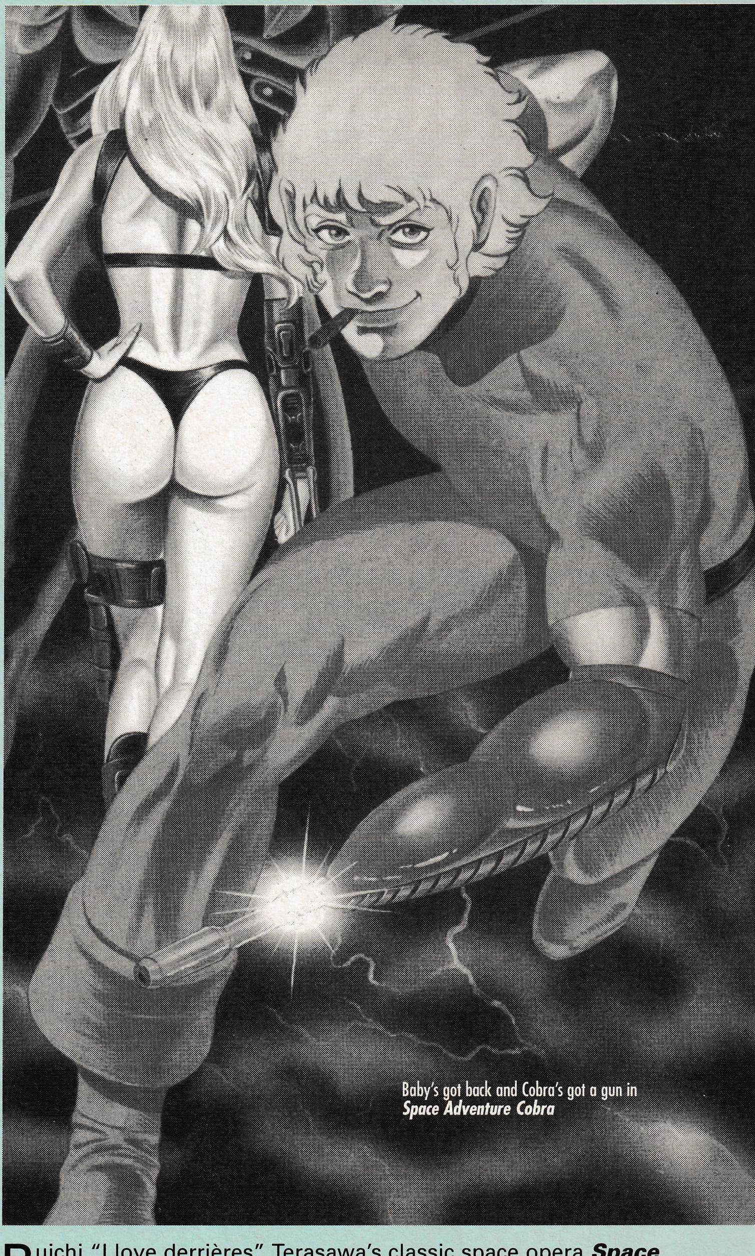
Catalog is free to Books Nippan Fan Club Members. Non-members pay $3 to receive a catalog and a $5 coupon towards any future purchase.

NIPPAN

For Information or a catalog call:
Individuals: 800-427-6100
Stores: 800-562-1410

or write 605 W. 7th St., Los Angeles, CA 90017

SPACE ADVENTURE COBRA



Baby's got back and Cobra's got a gun in *Space Adventure Cobra*

© Buichi Terasawa/Tokyo Movie Shinsha Co.

Buichi "I love derrières" Terasawa's classic space opera ***Space Adventure Cobra*** is out on video at last. This is a brand-new print of the film, newly dubbed into English, and not the version seen in some art theaters nearly three years ago. Based on Terasawa's manga of the same name, ***Cobra*** features—who else?—Cobra, a dressed-in-red, devil-may-care space pirate with a prosthetic arm that doubles as a "psychogun" with all sorts of interesting capabilites, including shooting around corners. (Early in the manga, you see Cobra hiding the gun under a fake arm that he can pull on like an opera glove.)

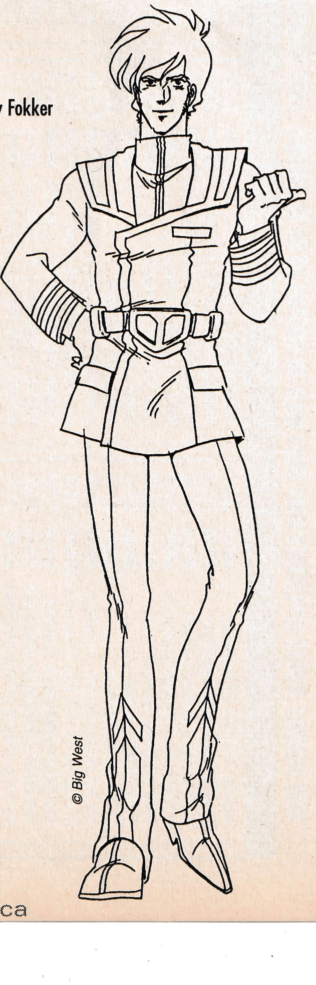
Accompanied by sexy bounty hunter Jane and female android flunky, Lady, Cobra takes on the forces of the evil Crystal Boy (and he's pretty evil!) and the Space Mafia Guild. As a bonus, Matthew Sweet's hit video for his song "Girlfriend," which used footage from ***Cobra***, will be included on the video release. Turn to our Reviews section for more on this anime classic! ***Space Adventure Cobra*** *from Urban Vision: English VHS/subtitled VHS; 99 mins.; US$24.95/$29.95.* ✫

SOUND BITES
VOICE-ACTOR INTERVIEWS

Dan Woren

Dan Woren is an actor you've surely heard, if not heard of. The voice of ***Robotech***'s worldly ace Roy Fokker, Dan Woren has been a feature of English-dubbed anime for longer than most new fans have been into the scene. A graduate of U.C. Santa Barbara, Woren moved to the Newport Beach area of San Diego and did children's theater for a while before finally deciding to move to Los Angeles to pursue acting on a more serious basis.

"April 15, 1979, I moved to L.A.," Woren remembers. "Never forget that date, and because it's tax day—it stuck in my head. We'd run into a woman who lived next door to me at the Oakwood Apartments in Newport Beach and who had a house up in the Hollywood Hills and wanted to rent it out. It was just one of those coincidences, and so we moved into this house right below the Hollywood sign." Several lean years followed, including working in the restaurant business and one solid paying job at the Universal Studios live show "Castle Dracula."



Robotech's Roy Fokker

© Big West

"It was part of the tour, a live, 14-minute show, and there were five or six of us doing Dracula and different Renfields," says Woren. "It was a great training ground—good money and a good time."

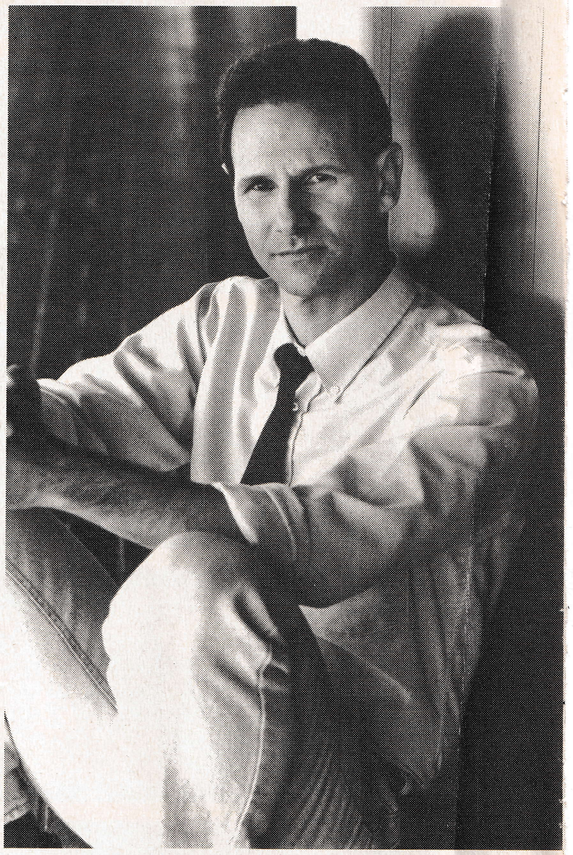
Somewhere in this era, Woren's voice-over work began, and he contributed his voice to many a children's cartoon and live-action kung fu film, along with working on live and on-camera projects. But even in live-action, sometime his face is unlikely to be seen—for example, the "pleasure and the pain," as he puts it, of working on ***Star Trek: First Contact***. As a Borg, Woren tolerated four-and-a-half to five hours of make-up each day. "It was a great experience, most certainly...it was so much fun to be part of a production that large, that was handled that carefully, and effectively, and with a lot of love. Jonathan Frakes was a wonderful director—he really worked with individuals, and there was no sense of, 'Well, you're a Borg, and I don't have time for you,'" Woren laughs. This May, Woren also appeared in a Glen Larson production called ***Nightman***. "That's another superhero type of thing," he says. "You put a cape on, you're invisible, you can fly, all those fun things."

Currently, Woren is working on an animated series produced by Saban (slated to begin airing in late summer) called ***Monster Farm***—a sort of cross between ***Green Acres*** and ***Groovy Ghoulies***—in which he plays Pa Gothic, the owner of the farm next door.

I heard that on *Space Adventure Cobra*, you actually acted with a cigar in your mouth, just like Cobra. Is that true?
It's absolutely true.

What kind of cigar was it? A number of people in the office smoke them....
It was not altogether tasty, but functional. [LAUGHS] Actually, I went out myself and tried to find a suitable cigar, and the first one I found was too big, so I found a little smaller one. A Macanudo, I believe it was—I think these are about $5.50 a pop. We started working with a straw at first, but there was a sound that came through the straw that didn't sound believable—an air expulsion type of a thing—so then we tried a pen for a minute, and that didn't work, so we said, "We need to get a cigar."

Was one enough to last? Didn't it get a bit soggy?
No, actually, one was functional. I guess I don't slobber as much as I thought I might.



The cigar that *Cobra* smokes. Think of the endorsement!
Yeah, exactly! It'd be a wonderful thing, if the movie catches on or his character is well received. [LAUGHS]

How did you get involved in the *Cobra* project?
Well; I'd worked for Carl [Macek] before. Over the years I've worked with him a number of times on a number of different projects, and Carl has a pretty sharp mind as far as remembering people and bringing them back, because we hadn't worked together for at least a couple of years, I believe. He just called out of the blue, and he said, "I've got this project coming up, and I'd like you to do the lead on it, if you're available and you want to do it." And I said, "Yeaaahhh, o-kay."

As far as I know, Carl Macek has not directed any anime dubs for some time. What brought him back to do this project?
I think it became *available*, with the company that he was working with [Urban Vision]. It was a matter of someone else doing it or him doing it, and as far as availability and desire, he said, "Well, hell, I'll just go ahead and do this," because he knew what he was doing and he had the people to draw from

DAN WOREN SELECTED FILMOGRAPHY

ANIMATION VOICE-OVER

Armitage III: D'Anclaude

Monster Farm: Pa Gothic

Robotech: Roy Fokker

Space Adventure Cobra: Cobra

to cast it correctly. As far as the "looping," or dubbing, industry is concerned, it is a very tight niche, and everyone more or less knows everybody, I think. So there's a lot of overlap from job to job and from person to person.

How long have you yourself been in this business? Don't you go back to *Robotech* in 1985?
Yes, I do. It's been at least—I think I probably started doing this stuff around 1980, or the late '70s. Boy, I did a lot back then that *was* nonunion stuff, over at Intersound Productions. It was a lot of—for lack of a better term—chopsocky films, coming out of Hong Kong or Thailand that were just the kung fu things. It was a lot of fun, and they were *goofy*. They were poorly dubbed, or, at least, poorly written, and we were trying to make something out of them, but the scripts were usually horrendous, and the acting was equally as bad. [LAUGHS] Low rent, so to speak.

Can you remember any of those movies? I imagine they must sort of blend into each other.
Yeah, they do. I think I worked on one called ***Red Butterfly***. There was also some scant evidence of nudity periodically as well, [LAUGHS] moderately taboo, I suppose, at least on the Stateside at that point. Yeah, ***Red Butterfly*** rings a bell, because I think that the heroine had a red butterfly tattooed somewhere around her derrière—

Sounds like *Cobra*.
—so she kicked everybody's butt. There were some terrible situations she had to fight though. I mean, there's just so many of those [films] that no one just sticks in my mind.

So what would have been the first Japanese animation role you did? Was *Robotech* the first?
Mmm, ***Robotech*** may have been—I don't know if it *was* the first, but it was right around there. If [my first role] did predate it, it wasn't by much. I was doing a lot of animated things back then, different cartoon things that were silly little kids' stuff. Like, *little* kids' stuff. But, yeah, that's the first one that leaps to my mind as far as doing a lead character on any of those.

You played Roy Fokker—that's one character fans of the show really remember.
Yeah. They had a convention [*RoboCon 10*] a couple of years ago, down in Orange County, and it was amazing to myself and a number of the other actors—most of us still work together and know each other—and we were all just astounded by the degree of the knowledge of the fans, as far as specific episodes and dialogue. They'd be asking us to say a line, let's say, from Episode 6, and we barely remember *doing* Episode 6, let alone any of the lines that were in it.

All of a sudden, you feel like William Shatner or Leonard Nimoy.
Yeah, it was very odd. It was great, but it was just so surprising—you'd, like, deliver a line of dialogue, and everyone would give you a standing ovation. And you're like, "Geez, it was just a line of dialogue!" But it was a great feeling, too; it was quite intriguing.

I'll bet you never thought that, when you were doing those lines in the studio, ten years later—
No! In no way! I mean, we basically went in and tried to do the best we could do, and didn't think of any longevity per se. And, y'know, it was a fun job, and it was, let's try to bring as much believability to this as we can.

Roy Fokker is ostensibly a devil-may-care "Top Gun," type of character, yet he has a very cynical view of war.
Right, he wasn't "just following orders," going ahead with it, thinking that it was the correct moral choice. He had an issue with it.

And then not only did he *die*—itself a taboo in cartoons—but you could argue that he *chose* to die the way he did. He could presumably have tried to get medical help, but instead he wanted to end it all at his girlfriend's apartment. It gets you thinking—"Hey, what's going on here?"
Right, exactly. Yeah, I think there was definitely some built-in commentary there, into the plotline and into the character itself. And it's great, I agree—anything that gives you pause to think about death and destruction, as opposed to just, "Well, it'll be better tomorrow," or "It's just a cartoon, and nobody ever really dies," and that kind of thing.

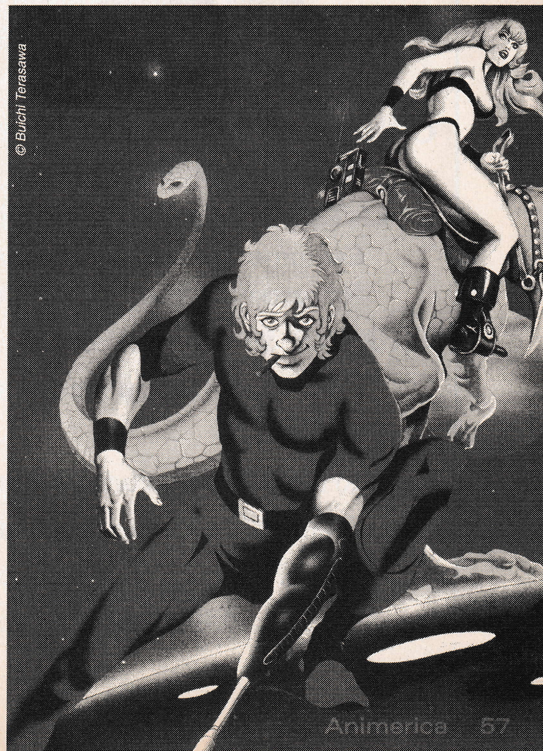
Send Fan Mail To:
Dan Woren
c/o 12954 Burbank Blvd.
Van Nuys, CA 91401

In the post-*Robotech* era, what jobs have you done?
A lot of little cartoon series. It's one of those things, where some of my friends are very up on having a list of everything they've done and are just specific and almost fastidious to that degree. Unfortunately for this moment, I've never really done that. I continue to work on different projects and don't keep a big tally of the projects I've worked on. I know, more recently, I played D'Anclaude in the ***Armitage III*** movie. I find that, oddly enough, I seem to get typed into one of two categories: either I'm a *hero* voice, or I'm a *villain* voice, and *rarely* in-between...and that's okay! That's not a terrible thing—I *like* the opportunity to do other roles and other characters, but it's great fun to be the villain, most certainly.

So you get a certain enjoyment out of being the bad guy.
Well, yeah, I think anyone you talk to in this business, whether it's on-camera or voice-over—in playing a villain, you get to get things out of your system that might be there but you would never let them manifest in real life. That's one of the fun parts of it—that the villains would do things and say things that you would never do or say, but you might think about it. I'm not saying that every day is a wishful opportunity to release pressure [LAUGHS]; but some days, maybe you're a little more stressed than others, and it's great opportunity to release it and be *nasty*. [LAUGHS]

On the other hand, what does playing a hero do for you?
Well...that's a good question, what does playing a hero do for me? It forces me to have some sense of integrity [LAUGHS] that hopefully is there anyway. I guess if I'm playing a hero in any type of a series, then I think about the audience more, as far as if there's kids watching this, I want to do things that are positive role models, so to speak. As we know, you never know when something might take off, and you have a huge audience all of a sudden. Based on that, I do try to instill whatever sense of values I can into the person that I'm playing, so that they do stand out as someone that you'd like to look up to, that deserves to be called a hero.

If you say that acting as a villain may help you to let off some stress sometimes...I guess that a hero, ideally, is the way we'd *like* to be under stress.
Yeah. Calm, cool and collected—that you can handle whatever the situation is, and move on, and not be swelled by your own importance at being able to do that. ☆


© Buichi Terasawa

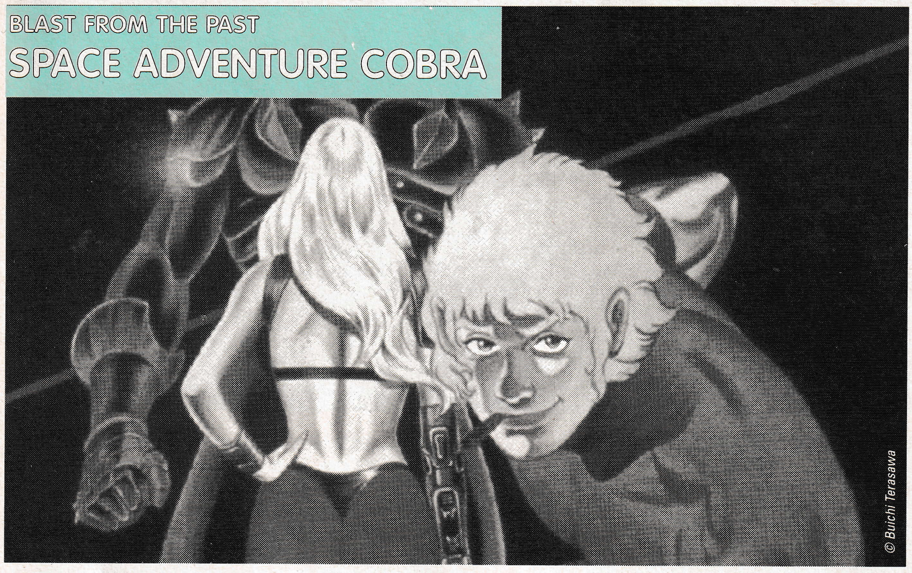
reviews

"Salutations.
I am Major Anime™. Allow me to be your guide to the wonderful world of Japanese animation."

Animerica's venerable "Best of the West" host Major Anime™ practices his own brand of learned anime criticism.

BEST OF THE WEST
TRANSLATED ANIME REVIEW

BLAST FROM THE PAST
SPACE ADVENTURE COBRA


© Buichi Terasawa

Sold Thru:	Urban Vision
Format:	English VHS/Subtitled VHS
Length:	99 mins.
Price:	US$24.95/$29.95
Release Date:	16 June 1998
Catalog No.:	UV1021/UV1022
Notes:	A long overdue classic comes to America

Space Adventure Cobra premiered in 1982, the same year as the science-fiction masterpiece ***Blade Runner***. I doubt any great cosmic significance can be drawn from this coincidence outside of it being a fluke in timing. Each film has its own unique visual style that sets it apart from previous motion pictures. While one is a dark examination of the question, What is humanity? the other is an animated space western set in a distant galaxy. With the passage of years, ***Blade Runner*** has gone on to influence countless science-fiction films, video games, comic books, novels, and, yes, anime. ***Space Adventure Cobra***, on the other hand…well, you'd have to look pretty hard to find anything influenced by it. This is not meant as a slight. ***Cobra*** is a shining gem of a film that should have reached America a long time ago. It's just strange that we've seen endless second- and third-generation ***Blade Runner*** clones before this very original film made it across the Pacific.

Based on the television series of the same name, and the manga of Buichi Terasawa, ***Cobra*** is a throwback to the sci-fi/spy movies of the 1960s. It's a little bit James Bond and a whole lot of Jane Fonda's ***Barbarella***. Between dodging bullets and chomping on an ever-present cigar, Cobra's main occupation appears to be getting into and out of trouble.

The Space Mafia Guild, that sinister criminal organization that controls nearly all of the 7th Galaxy, has placed a high price on our hero's head. Voluptuous bounty hunter Jane Flower plans to cash in Cobra's ticket but instead falls deeply in love with him. In reality, Jane is the leader of Miras, a mythic artificial star that traverses the universe. For centuries, Miras has remained dormant, waiting for the right conditions to trigger its resurrection. That kinetic substance turns out to be the true love that Jane and Cobra share. Love proves to be the driving force behind the entire story. Fortunately, the Space Mafia Guild interrupts this budding romance before it gets too sappy or sentimental. Guild chief Crystal Boy has definite plans for Cobra and his shapely companion. It just so happens that he has Jane's identical sister under his thumb and plans to use her to tap into Miras' awesome power. The race for Miras has plenty of interesting twists and surprises.

Director Osamu Dezaki applies a gentle, imaginative touch to the script, which was co-written by Terasawa. The end result is an entertaining quest filled with humor and swashbuckling action. Special note needs to be made of ***Space Adventure Cobra***'s look. The character and spaceship designs are incredibly retro. Imagine looking into the far future and seeing the swinging '60s of ***Austin Powers*** and Twiggy. This is all due, of course, to creator Terasawa's admiration for the movie ***Barbarella***. (He even admits that the very masculine Cobra is based on Fonda's spacey heroine.) ***Space Adventure Cobra*** captures all of that film's quirky visual appeal, without borrowing any of its banal storyline. On top of all this, ***Cobra***'s animators employed a mock 3-D effect to lend visual depth to the film. While this special effect might have been considered cutting edge in 1982, it doesn't seem quite as "special" 16 years later. Blame computer animation for raising our expectations. Even so, the film has considerable visual impact the first time you see it. Animated with surprising fluidity and poise, Cobra, Jane, and even the glasslike Crystal Boy appear very real and believable.

From every angle, ***Space Adventure Cobra*** is a winner. It boasts stunning character design, explosive action, lighthearted humor, dynamic animation, and true love. Don't you think it's about time to see another great science-fiction film from 1982?

Michael O'Connell

***MAJOR ANIME™'S ANIMEICON™ SYSTEM** Whether you're a parent worried about nudity or a sci-fi buff just looking for girls with guns, the helpful icons below will aid you in your quest for the perfect video.*

COURTESY BREASTS Cover the younguns' eyes; there's young misses prancing around without their tops on.

ESP Extrasensory powers, such as telepathy, firestarting, moving things without touching 'em…you know.

ULTRAVIOLENCE Gratuitous weaponry and explosions don't qualify by themselves; be on the lookout for severed body parts and/or buckets of gore.

MASTERPIECE THEATER Consider this an anime classic; may contain socially redeeming themes.

KUNG-FU FIGHTING Martial arts of all shapes and sizes, silly and serious.

ROMANTIC HIJINKS Boy meets girl; boy loses girl and comes back with her sisters; the neighbors interfere, etc. Your basic teenage love comedy…with a twist.

MONDO MECHA From spaceships to cyborgs to giant wooden robots. The kind of mechanical devices or "mecha" you'll find only in anime.

SUPER SCIENCE Traditional sci-fi gadgets, themes and plot devices, both silly and serious. May include mad scientists.

NOT OF THIS WORLD Close encounters of a less-than-friendly kind. Invaders from other worlds, dimensions, or anyplace else but here. They never come in peace and often leave in pieces.

EVIL OVERLORD Megalomania, anime style. World domination is the theme when you see this one.

IDOL SINGERS Expect to hear singing from girls (sometimes boys) in outrageous costumes.

!#&@ BAD WORDS !#@&! Beware: salty language ahead. Use caution with younger viewers.

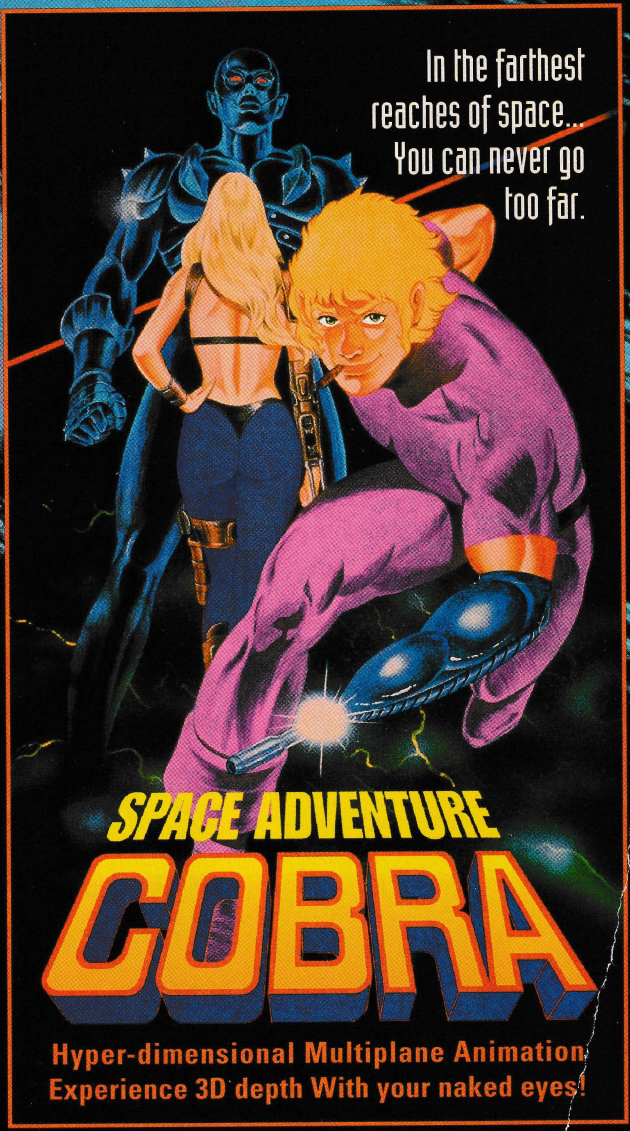
NAUGHTY TENTACLES 'Nuff said.

◀◀ REWIND A SUMMARY OF LAST MONTH'S REVIEWS

AYANE'S HIGH KICK

Ayane's High Kick is yet another take on the "talented underdog beats the odds" story, the one so endeared to us by fighting tales like ***The Karate Kid*** and anime like ***One-Pound Gospel***. Ayane Mitsu sees romance in becoming a professional wrestler but has no interest whatsoever in kickboxing, despite her obvious talent for it. But she's yanked back to her path to stardom quickly enough—Kunimitsu Tangay, Mickey to her Rocky Balboa, appears, a grumbling hulk of a man who's quite obviously of Thai descent. He convinces Ayane to let him train her in *muay thai* kickboxing without her catching on that she's going to be anything but a pro wrestler. Character designs are by one Kazuo Takigawa—the characters are cute and sharp-looking, and the style is somewhat reminiscent of ***The Slayers***. The animation is a bit lackluster in parts, especially when it comes to some of the fight sequences, but the portrayal of the *muay thai* kickboxing itself looks impressively authentic. ***Ayane's High Kick*** is a good film because it manages to be predictable without being boring—you know exactly what's going to happen, but you can't resist sticking around and seeing it all unfold. ***—Michael Toole. English VHS/Subtitled VHS from U.S. Manga Corps; 60 mins.; US$19.95/$24.95.***

TAKE A WALK ON THE WILD SIDE !


In the farthest reaches of space... You can never go too far.
SPACE ADVENTURE
COBRA
Hyper-dimensional Multiplane Animation
Experience 3D depth With your naked eyes!

COBRA, a notorious space pirate, falls hard for **JANE**, a beautiful bounty hunter. When he offers to help free her sister from a remote prison colony, he is forced to confront **CRYSTAL BOY** — an old enemy who controls the powerful Space Mafia Guild. As intrigue piles upon intrigue, Cobra must find a way to prevent the destruction of an entire galaxy. Filmed with style and humor, **SPACE ADVENTURE COBRA** is a classic adventure brought to stunning life with wit and imagination.

AVAILABLE: JUNE 16, 1998

$24.98 SRP	$29.98 SRP SUBTITLED	Hi-Fi Stereo Action/Adventure Run Time: 99 Min.
Cat.# UV1021	Cat.# UV1022	NOT RATED: CONTAINS VIOLENCE AND NUDITY. PARENTAL DISCRETION ADVISED.

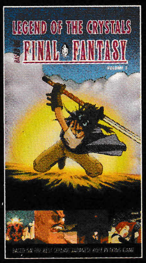
BONUS FOOTAGE

Includes Matthew Sweet's music video for his most popular song, "GIRLFRIEND", which contains extensive footage from SPACE ADVENTURE COBRA.

"Director Osamu Dezaki brings writer Buichi Terasawa's manga comic characters to life with meticulous craftsmanship and rapid-fire pacing, especially during the battle scenes."

—BETSY SHERMAN • THE BOSTON GLOBE

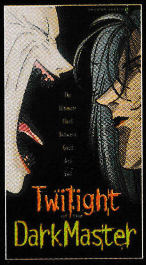
Also available from Urban Vision


LEGEND OF THE CRYSTALS
FINAL FANTASY

LEGEND OF THE CRYSTALS
FINAL FANTASY

DRAGON SLAYER

Psycho Diver


Twilight DarkMaster

Virgin
MEGASTORE

SETTING NEW STANDARDS IN
ALTERNATIVE ANIMATION
http://www.urban-vision.com

URBAN VISION

COPYRIGHT © 1982 BUICHI TERASAWA/TOKYO MOVIE SHINSHA CO.